MAGIC SOCCER

USER'S MANUAL



magic play

AMUSEMENT MACHINES MANUFACTURER

CONTENTS:

01. GENERAL REMARKS

INTRODUCTION

MAGIC SOCCERR is a fully computerized coin-operated strength-testing machine used for amusement and entertainment. It is not a redemption machine. MAGIC SOCCER may be used in bars, pubs, amusement parks and other places of entertainment.
Magic Play made sure all the components used for production as well as the machine itself are made of best quality components and are safe for both in-and outdoor use.

SAFETY

READ THIS INSTRUCTION CAREFULLY BEFORE YOU USE THE MACHINE OR DO MAINTENANCE

WARNING

Safety precautions that must be taken to avoid a potential risk of injury:

Players should not play after drinking alcohol.

Players should wear suitable shoes when playing.

Players should kick the ball only when it is in the correct position.

Players should be informed that they play at their own risk.

Switch off and disconnect the electrical power supply before opening doors or panels, or working on the machine.

To prevent electrical shock, the game must be connected to a grounded electrical outlet.

CAUTION

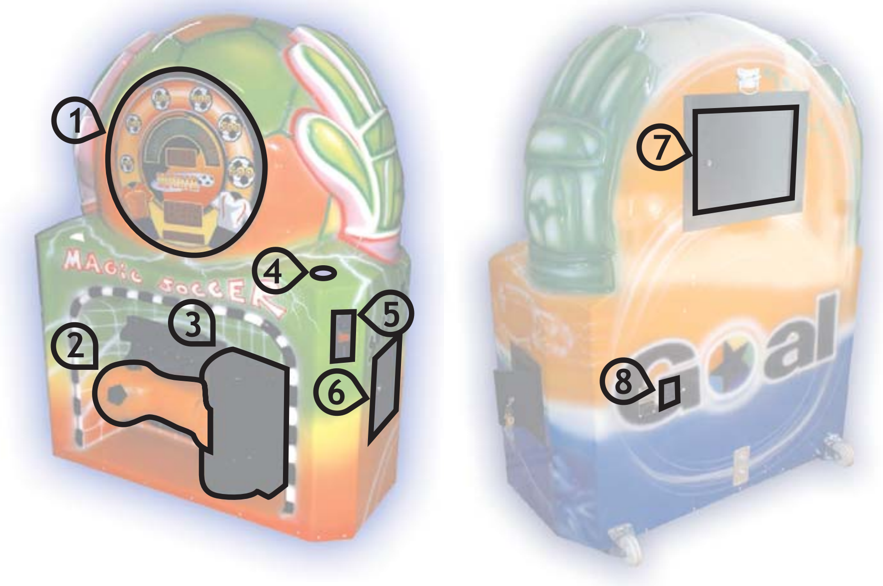
Precautions that must be taken to avoid damage to equipment.
The following Warnings and Cautions should be heeded when operating MAGIC SOCCER:

Maintenance and repair operations should be carried out only by suitably skilled and qualified persons.

To maintain the safety of the machine, and the warranty, use only approved parts. The use of other parts or non-approved modifications to the machine could be hazardous, and might void your warranty.

02. USAGE AND SETTINGS

1. Front glass and displays
2. Ball
3. Ball release mechanism
4. Start and Select buttons
5. Coin acceptor
6. Cash door
7. Service door
8. Plug-in socket



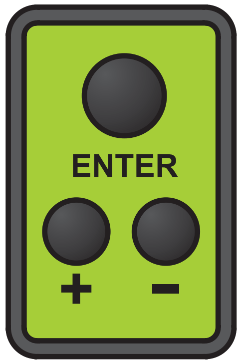
START-UP INSTRUCTIONS

Apply these instructions after delivery and unpacking

- connect the power supply cable
- switch on the power button on plug-in socket
- wait for system start
- MAGIC SOCCER is ready to use

MENU AND SETTINGS

Use REMOTE to access SETTINGS MENU.
(Remote should be connected under mechanical counter,
In upper left corner of the service door)
During "DEMO" mode, press and hold "ENTER" key.



Use "ENTER" key to navigate between main menu levels.
Use "+" button to enter chosen main menu level.
Use "ENTER" key to navigate between sub-menu levels.
Use "+" button to enter chosen sub-menu level.
In sub-menu level, use "+" and "-" keys to change settings (value or "on/off").
Use "+" key to return to sub-menu level, or "-" key to return to main menu.

MENU SCHEME

1ST LEVEL	2ND LEVEL	DEFAULT SETTINGS	UNIT	MIN	MAX	DESCRIPTION
BASIC	SOUND	50	%	0	100	SOUND VOLUME
	DIFLEVEL	25	VALUE	1	50	DIFFICULTY LEVEL
	BABYDIF	100	VALUE	1	200	POINTS ADDED TO BABY MODE SCORE
	HU VS COMP	105	%	5	205	HUMAN VS COMPUTER CHANCE PERCENTAGE
	HI SCORE	350	POINTS	10	600	HIGH SCORE VALUE
	COUNTER0	0	CREDITS	0	999999	RESETABLE COUNTER
	DEMOTIME	2	MINUTES	OFF	15	TIME BETWEEN MUSIC IN DEMO MODE
	HISC RST	OFF	HOURS	OFF	48	TIME AFTER HI SCORE IS RESETTED
	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU
TESTS	DIS TEST			ON	OFF	ELECTRONIC DISPLAY TEST
	LAMP TEST			ON	OFF	LAMPS TEST
	BALL TEST					KEY '+' RELEASE THE BALL
	TEMPTEST		CELSIUS	5	45	SHOWS POWER SUPPLY TEMPERATURE
	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU
ADVANCED	VER XXX	I.E. VER 104				SHOWS SOFTWARE VERSION
	COUNTER1	0	CREDITS	0	999999	NON RESETABLE COUNTER
	HI HITS	0	VALUE	0	999	HIGH SCORE HITS COUNTER
	FACTORY	0				KEYS '+' & '-' PRESSED TOGETHER RESTORE FACTORY SETTINGS
	BONUS	0	CREDITS	0	100	GIVES ONE EXTRA CREDIT AFTER SET VALUE
	TICKETS	OFF / on		OFF		TICKET DISPENSER OFF / ON CHOOSE "ON" AND PRES "ENTER" FOR MORE SETTINGS
	TICKETS DISPENSER SETTINGS					
	HI TICKE	10	TICKETS	1	50	TICKETS FOR HIGH SCORE
	LEVEL1-5	100, 200, ... 500	POINTS	0	550	SCORE LEVELS FOR TICKETS
	TICKETS 1-5	1, 2, ... 5	TICKETS	0	50	TICKETS FOR EACH SCORE LEVEL
	PRESS ENTER TO EXIT TICKETS DISPENSER SETTINGS					
	BANKNOTE	0.25	CREDITS	OFF	100	BANKNOTE VALIDATOR SETTINGS
	COIN CH1	1	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH2	2	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH3	3	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH4	4	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH5	5	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	COIN CH6	6	CREDITS	OFF	100	COIN ACCEPTOR SETTINGS
	BALL TIME	120	MILISEC.	50	200	RELEASE MOTOR ACTION TIME
	BALLWAIT	1.2	SECONDS	0.1	2.0	TIME BETWEEN BALLE RELEASE AND MOMENT WHEN BALL IS READY TO KICK
	SERVGAME	OFF		OFF	ON	SERVICE GAME
	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU
EXIT	EXIT					KEY '+' EXITS FROM SETUP; KEY '-' EXITS TO MAIN MENU

GAMEPLAY

- insert coin/coins to the coin acceptor or note/notes into a bill acceptor
- select game mode using “SELECT” button
- press the “START” button
- wait for ball release and sound signal
- kick the ball
- watch your score at display
- compare your score with hi-score

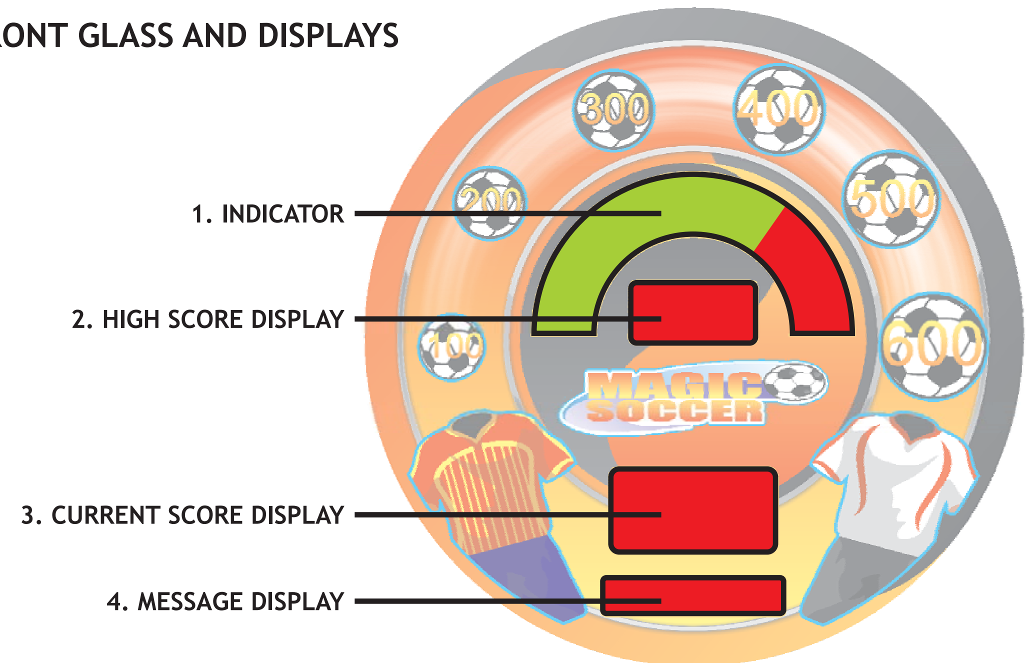
ADULT MODE:
Normal mode, for adult players

BABY MODE:
Easy mode, for children

HUMAN VS. COMPUTER:
Human player can play against computer player.
- press “START” button
- kick the ball
- wait for computer player score
- compare your score with computer

TOURNAMENT MODE:
Multiplayer mode, one training kick and three tournament rounds.
Each player need to put money for three games.
You can select number of players by pressing “SELECT” button

FRONT GLASS AND DISPLAYS

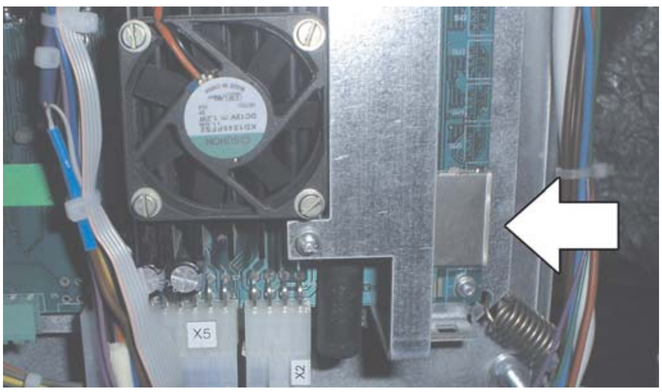


SOUNDS AND SOTWARE UPDATE

CARD FORMATING
Turn off the machine.
Connect the remote to remote connector.
Insert SD (Secure Digital) memory card into card slot.
Turn on the machine.
Wait for “FOMAT” message on lower display.
Press ENTER button on the remote to acces 4MB formating.
Press “+” and “-” buttons together to format memory card.
Wait for 100%, turn off the machine and pull out the memory card.
Now You can copy sounds or software update from PC to memory card.

SOFTWARE UPDATE
Turn off the machine.
Connect the remote to remote connector.
Insert SD (Secure Digital) memory card into card slot. (Remember to format card in the machine before copying files from PC)
Press and hold ENTER button on the pilot and turn on the machine, still holding the ENTER button.
Hold ENTER button till “UPDATING” message will show on lower display.
Wait few seconds for machine update and “UPDATED” message.
Machine will reboot in next few seconds.
Turn off the machine after reboot.
Pull out the memory card.

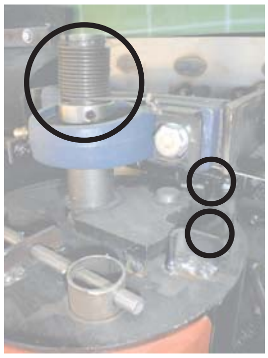
SOUNDS UPDATE
Turn off the machine.
Connect the remote to remote connector. (Remember to format card in the machine before copying files from PC)
Insert SD (Secure Digital) memory card into card slot.
Turn on the machine.
Wait for “COPY” message on lower display.
Press “+” and “-” buttons together to copy files from memory card.
Wait for 100%.
Now You can copy sounds or software update from PC to memory card
Machine will reboot in next few seconds.
Turn off the machine after reboot.
Pull out the memory card.



SD card slot on
MAGIC SOCCER main board

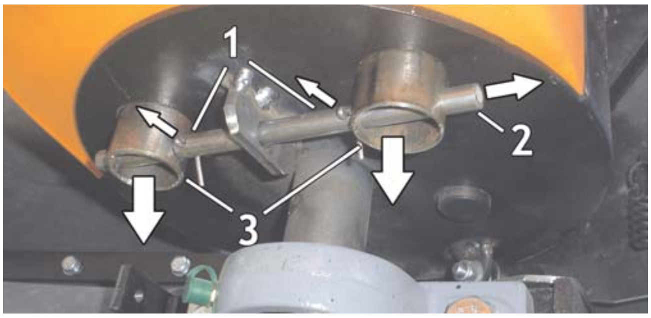
Switch off and disconnect the electrical power supply before opening doors or panels, or working on the machine!

MAINTENANCE



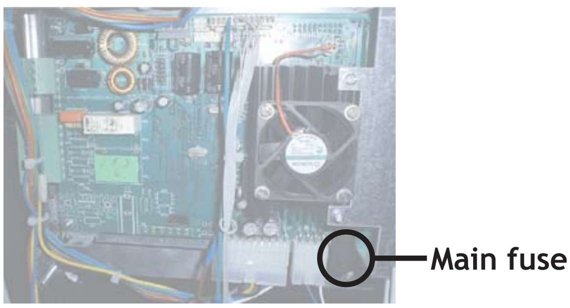
Greasing:
Remember to grease movable parts in ball releasing mechanism. This operation must be carried out from time to time.

Ball removing:
Remove mechanism cover.
The ball blockade is placed at the bottom or top of the mechanism (depending on mechanism model)
Remove safety pins (1) and locking bolt (2). Pull out ball blockades (3). Ball is ready to remove.



TROUBLESHOOTING AND TYPICAL MALFUNCTIONS

MALFUNCTION	SOLUTION
Machine will not start	Check the power cord Check the power socket fuse Check the main fuse (picture below)
No sound	Check the speakers connection Check the volume level
Ball is not opening	Check the “START” button switch Check the ball mechanism
No lights on front glass	Check the wiring. Replace the faulty LEDs



04. TERMS OF WARRANTY

Magic Play Sp. z o.o. warrants that the MAGIC PLAY SOCCER MACHINE will be free from defects in electronics (motherboard, power supply card, coin acceptor and bill acceptor) and ball-release mechanism for a period of two years from the date of shipment. Warranty terms do not cover parts not included above.

Definition of defect:

Regarding mechanism: it will be considered as defective if unwelding or breaking takes place during the warranty period. It does not include scratching or rubbing out of any metal part which results from heavy usage of a mechanism.

Regarding electronics: it will be considered as defective if any connection between subcomponents on a particular board fails or any of them stops working itself. It does not include damages which occured due to misuse, unauthorised connection or modifications.

Should the product prove defective during the warranty period, Magic Play, at its option, shall:

- Repair the defective part by means of telephone support or depot service at no charge for parts of labor.
- Replace the defective part with a comparable product which may be new or refurbished.

Provided that:

- Magic Play is informed of the defect immediately after it occurred. The faulty part should she dispatched to Magic Play as soon as possible.
- Magic Play diagnoses the defects were not caused by improper use, neglect, unauthorized modifications, repair, setup or testing.
- Only parts recommended and approved by Magic Play are covered by Magic Play Terms of Warranty.

UNDER NO CIRCUMSTANCES SHALL MAGIC PLAY SP. Z O.O. BE HELD RESPONSIBLE FOR LOSES IN PROFIT, USAGE OR ACCIDENTAL SERIOUS DAMAGE TO THE MACHINE!

BUYER ________________________________

DATE _________________________________

SERIAL NUMBER _______________________

SELLER _______________________________

DATE OF DELIVERY .... REPAIR DATE .... REPAIR DETAILS .... SIGNITURE ....
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